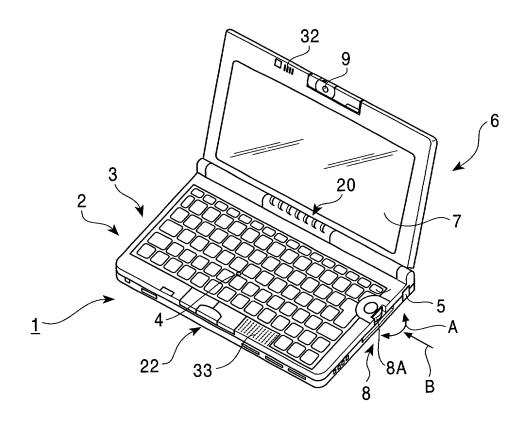
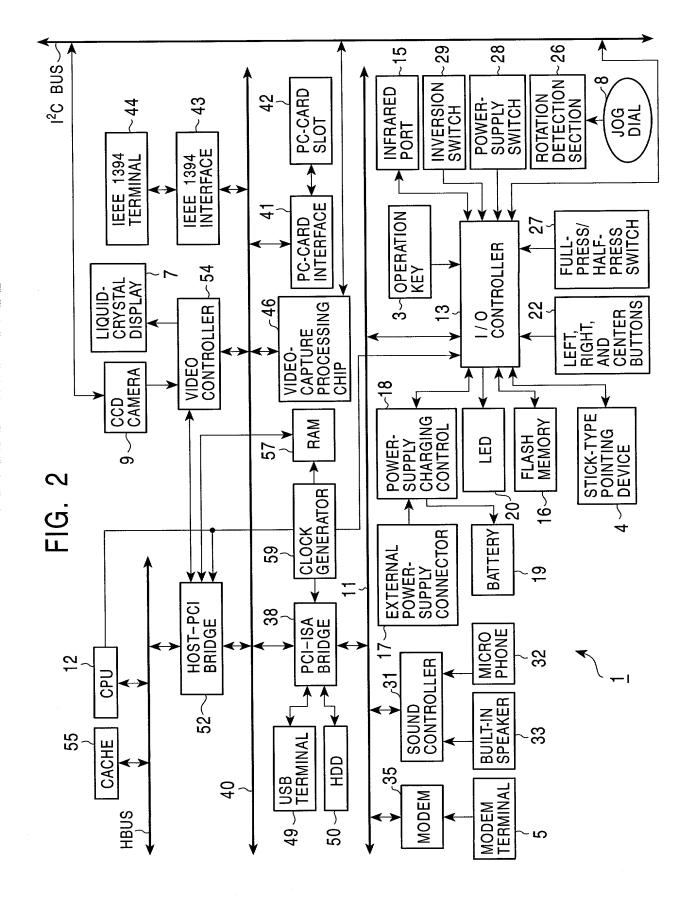
FIG. 1





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FIG. 3

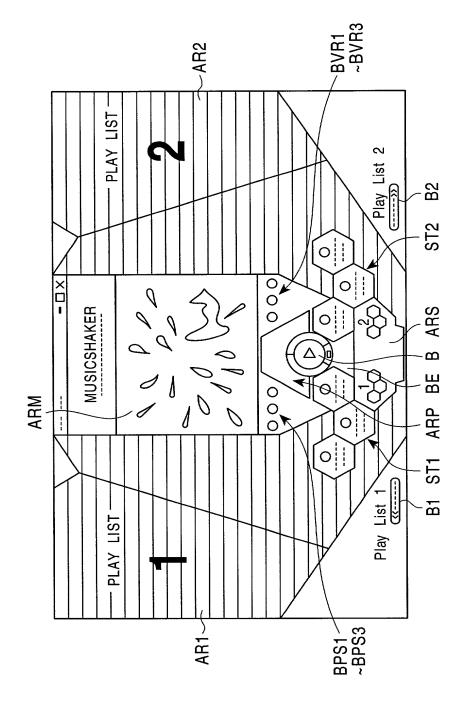


FIG. 4

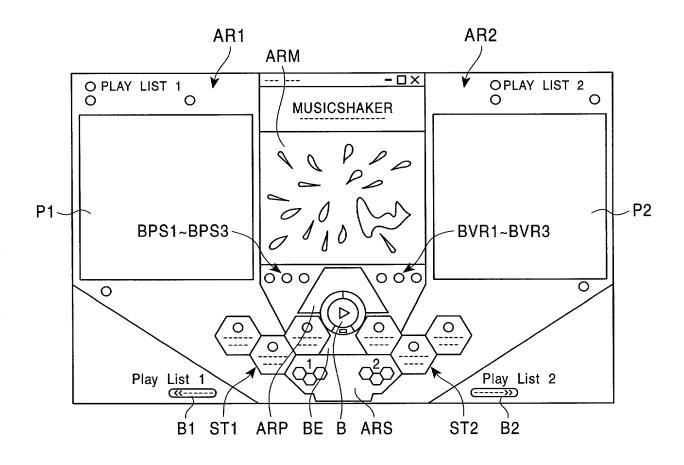


FIG. 5

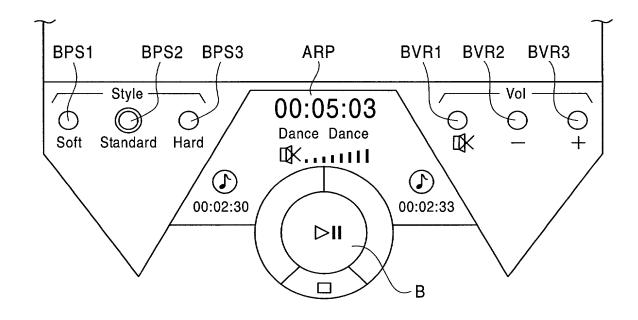


FIG. 6

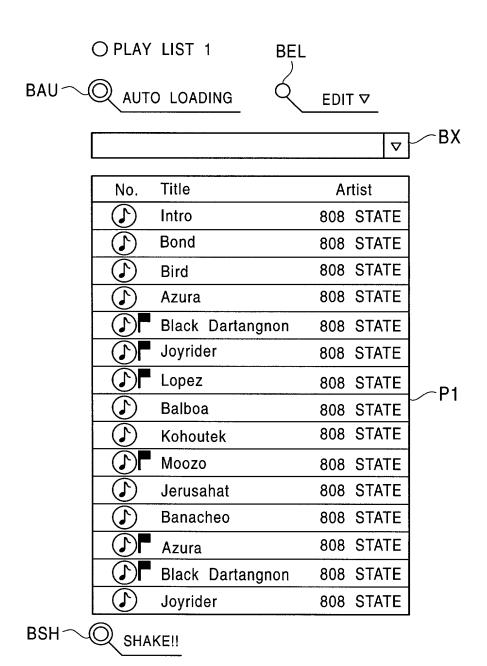
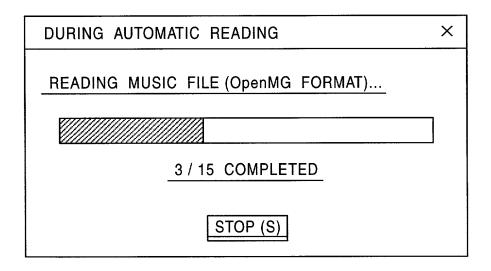


FIG. 7



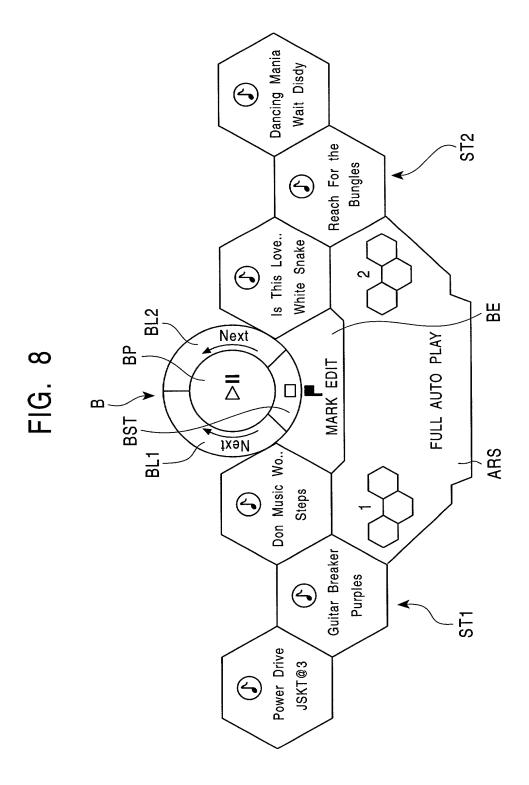


FIG. 9

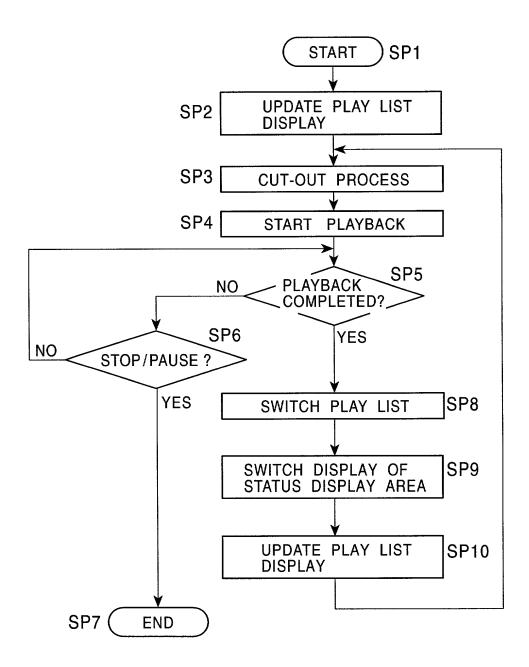
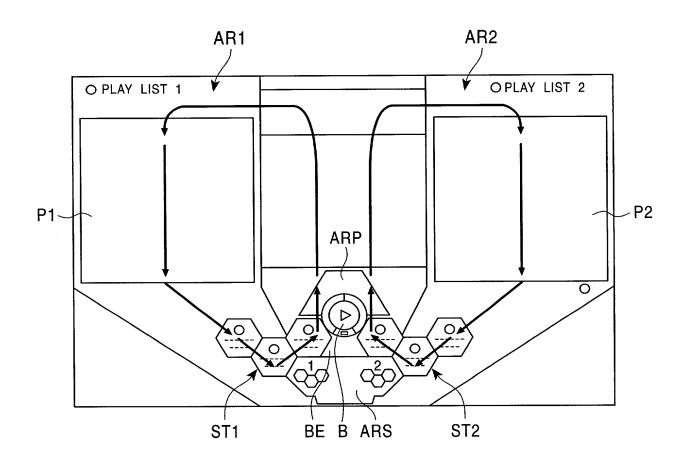


FIG. 10



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FIG. 11

| STYLE | | HARD | STANDARD | SOFT |
|-------------------------------|--------------------------------------|----------------|------------------|---------------|
| SOUND VOLUME | | HIGH VOLUME | MEDIUM VOLUME | LOW VOLUME |
| EQUALIZER | | ROCK | POP | SOFT |
| SOUND FIELD | | SMALL ROOM | STADIUM | LARGE HALL |
| SWITCHING INFOR- MATION | PLAYBACK REFERENCE TIME PERIOD | 20 SECONDS | 40 SECONDS | 60 SECONDS |
| | CHANGE TIME PERIOD | 1 SECOND | 5 SECONDS | 10 SECONDS |
| | TRANSITION TIME PERIOD | 0 SECONDS | 2 SECONDS | 5 SECONDS |
| GUI INFORMATION | | HARD | STANDARD | SOFT |
| MOVING PICTURE | | HARD | STANDARD | SOFT |

FIG. 12

| STYLE | HARD | STANDARD | SOFT |
|--------------------|----------|---------------------------------|------|
| SWITCHING- TIME | 000 | $\triangle \triangle \triangle$ | ××× |
| SOUND EFFECT 1 | H1 | ST1 | SF1 |
| SOUND EFFECT 2 | H2 | ST2 | SF2 |
| • | 3 | • | • |
| • | • | • | • |
| • | | | |
| SOUND EFFECT 10 | H10 | ST10 | SF10 |

FIG. 13

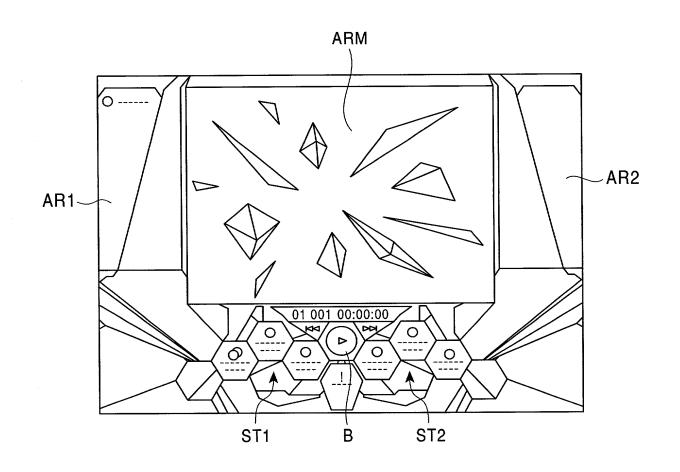


FIG. 14

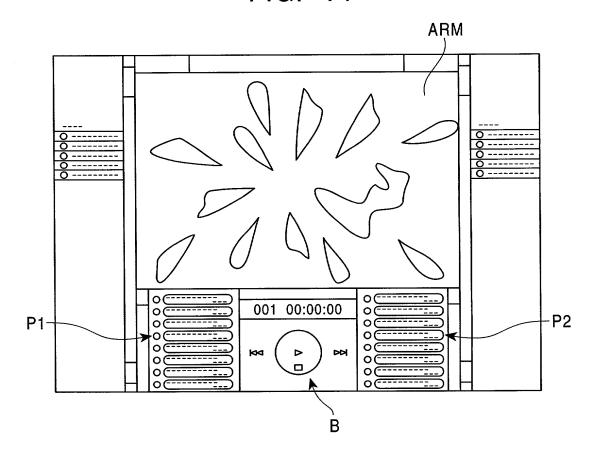


FIG. 15

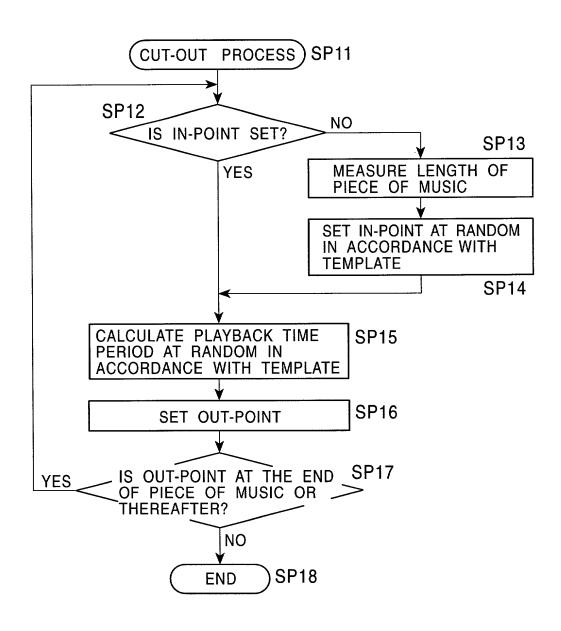
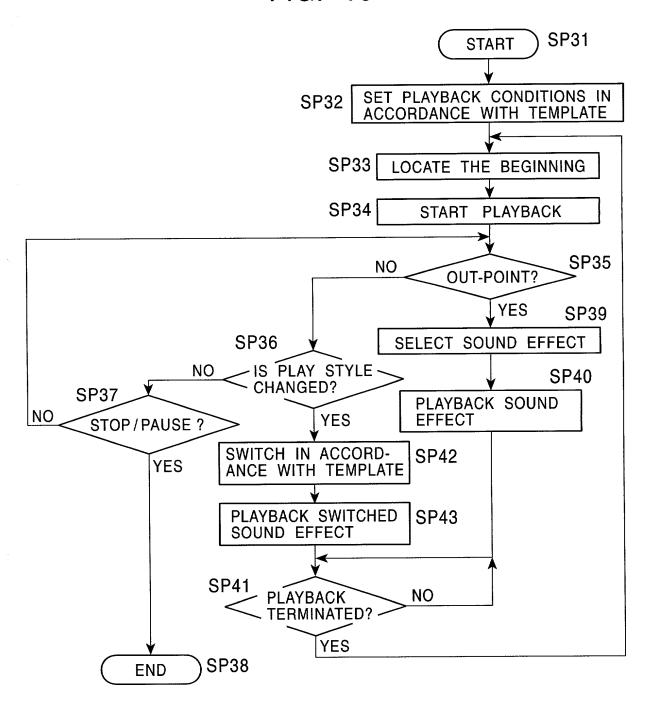


FIG. 16



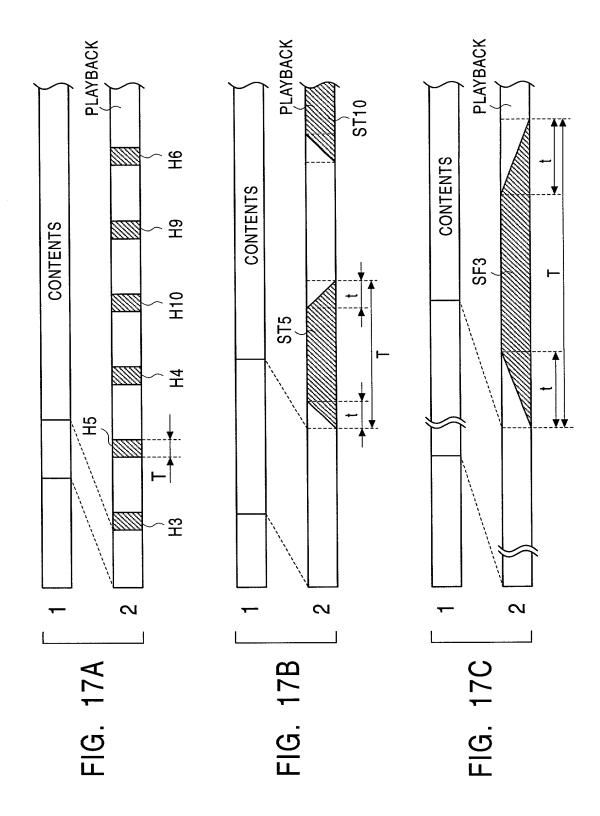


FIG. 18

